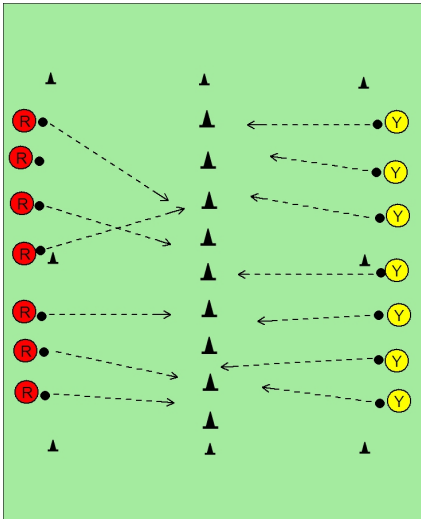




Skittle ball

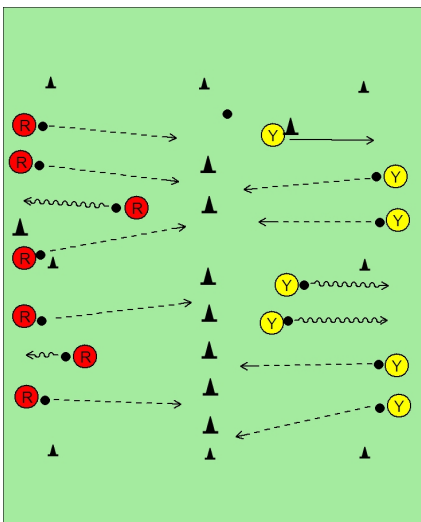


How it works

Two teams stand at each side of a rectangular playing area with each player having a ball.

A number of target cones are spaced out half way between the two teams.

On a signal from the coach, players try to pass their ball to hit one of the target cones in the centre of the playing area.

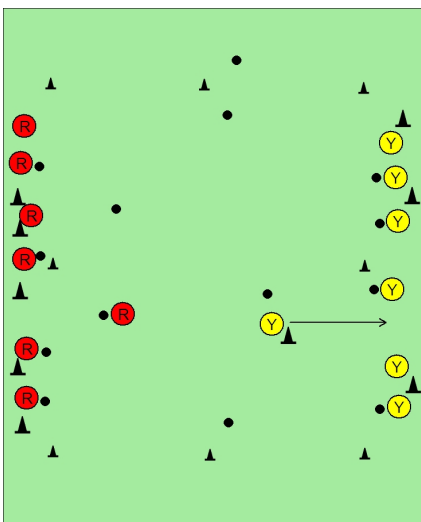


On hitting a cone, the player runs into the middle and claims it for their team.

Once the game has started, many balls will switch from one side to the other as players try to hit the target cones.

Players may go into the playing area to get an unused ball but they must bring it back to the edge of the playing area before passing at a target cone.

In this diagram the score is level. A yellow player has just claimed a cone for their team after the red team had already brought one back to their side of the playing area.



This game has now finished as a yellow player has knocked over and claimed the last cone.

The red team has won this round by five cones to four.

Play several times and keep a running score.

Possible changes

If you're feeling brave you can add one player from each to act as a defender in the middle of the playing area. They can try to stop balls from the other team hitting the cones and also pass balls back to their own teammates.